

FIG. 3

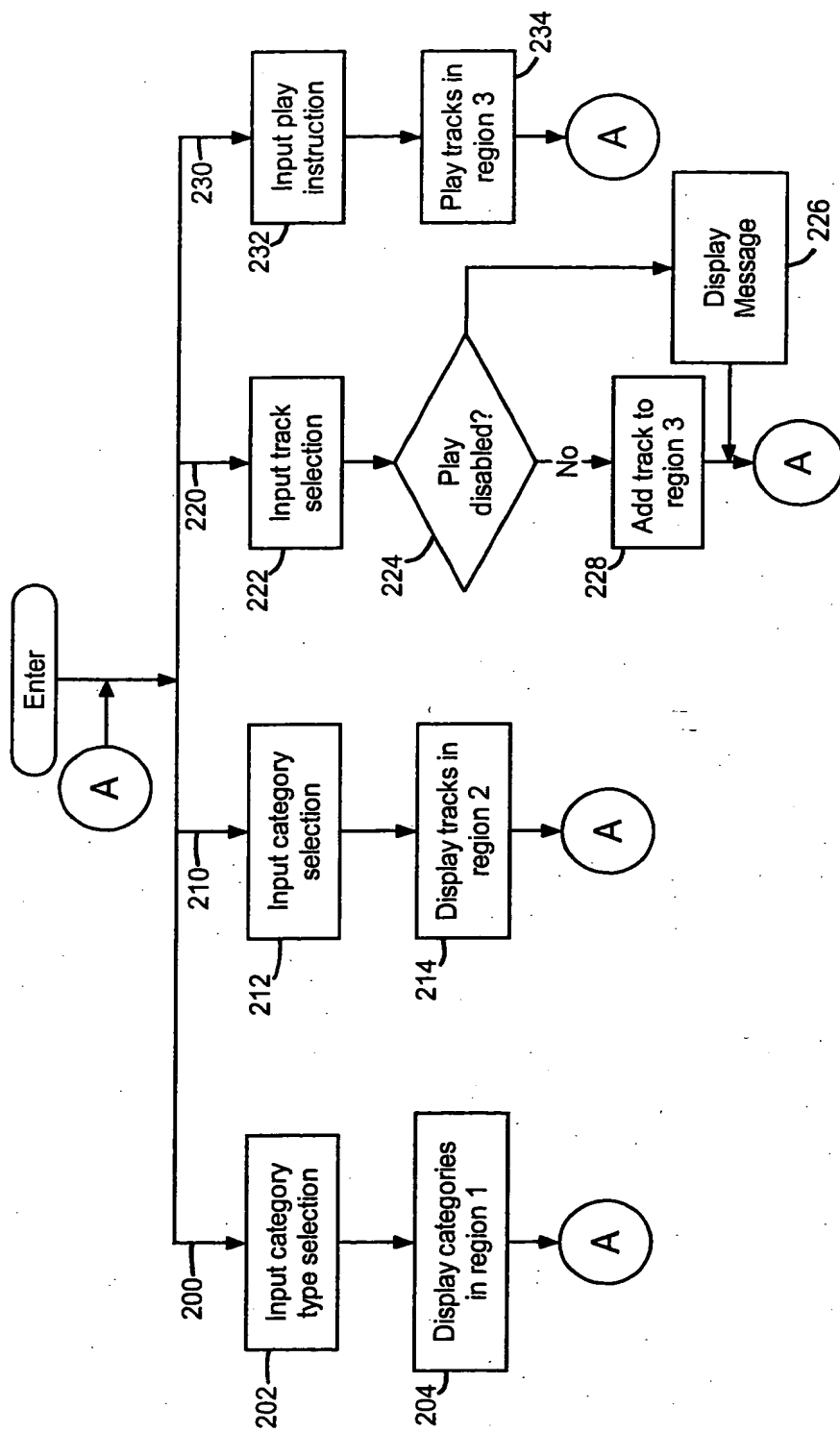
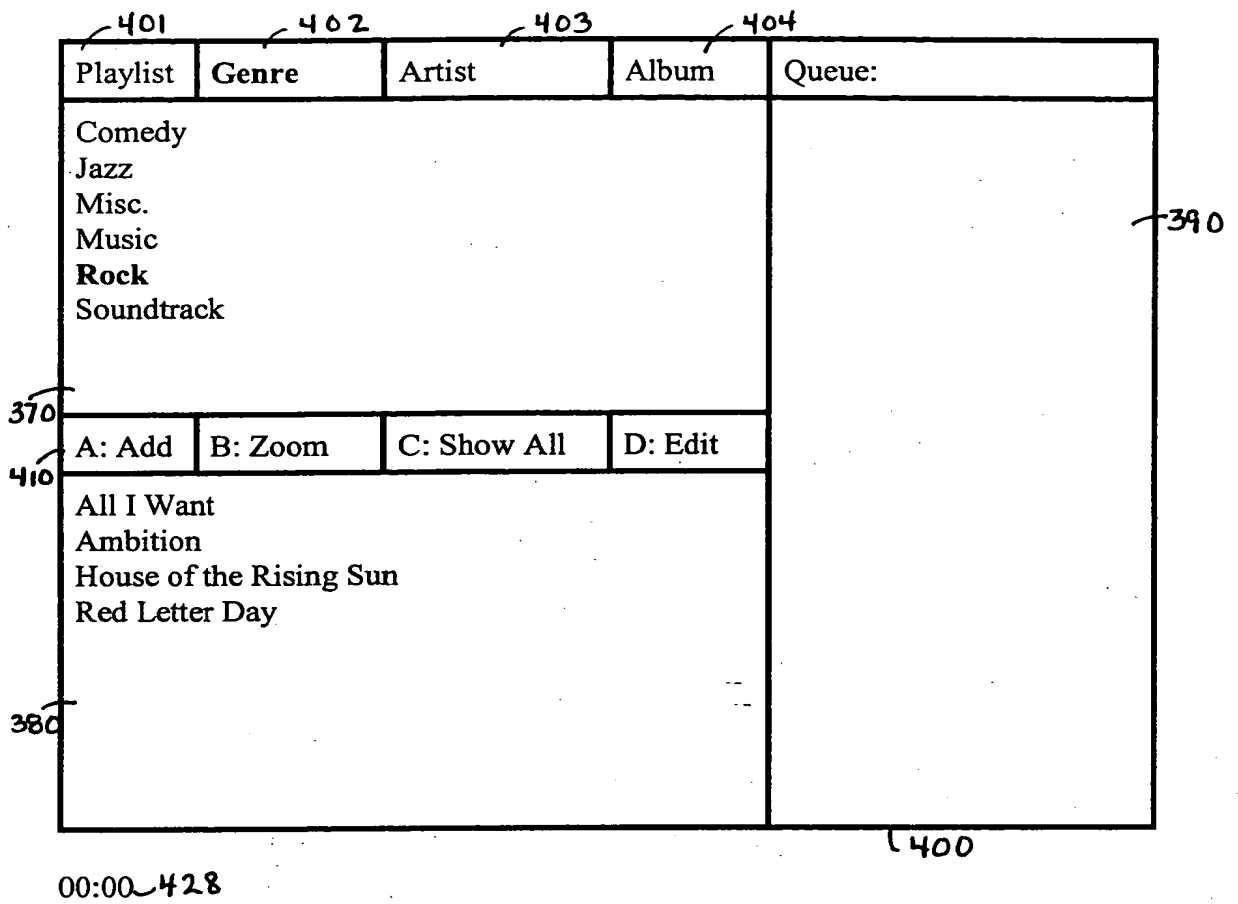


FIG. 4





**FIG. 6A**

Playlist	Genre	Artist	Album	Queue:
Playlist> <b>Rock</b> >Artist>Album <b>Burdon, Eric &amp; Animals</b> — 441 Snapcase The Get Up Kids Violent Femmes				
A: Add	B: Zoom	C: Show All	D: Edit	
House of the Rising Sun — 442				

440.

**FIG. 6B**

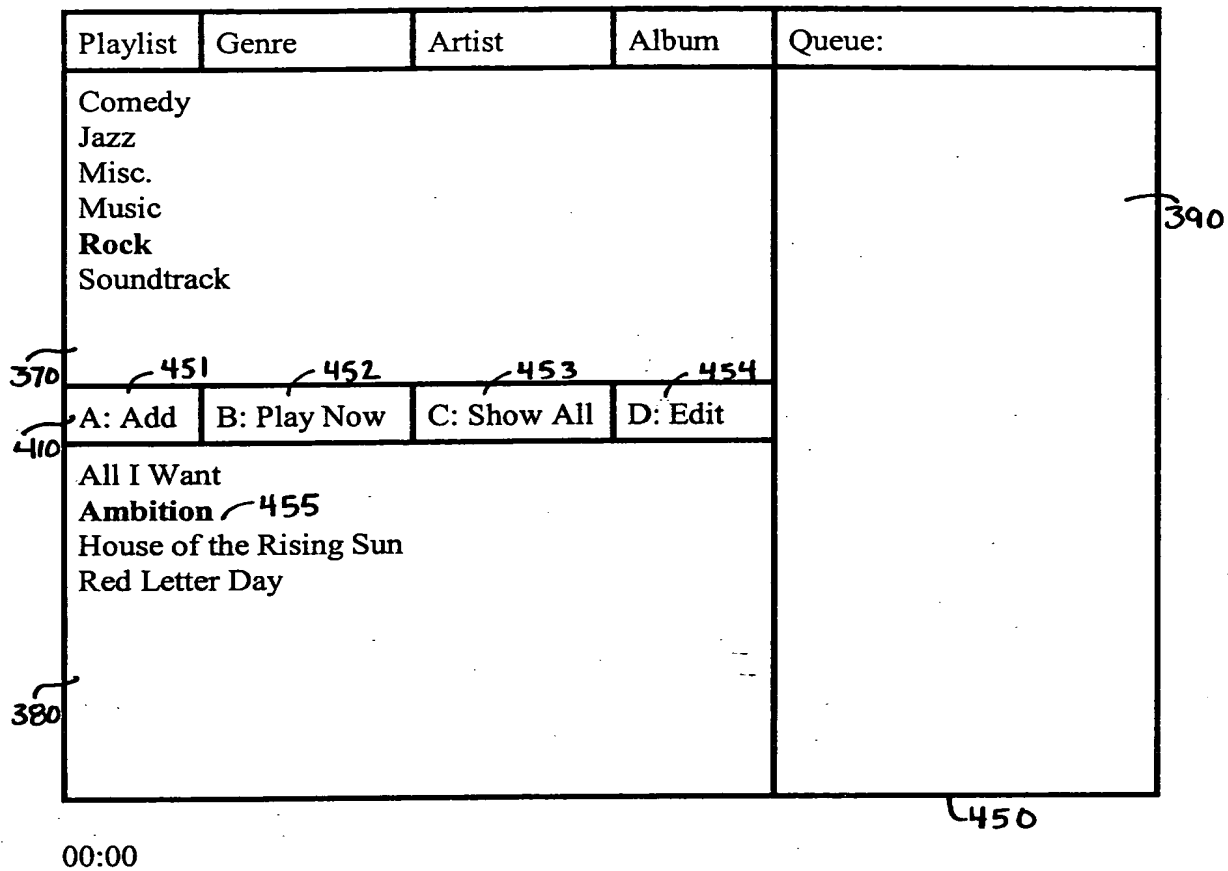
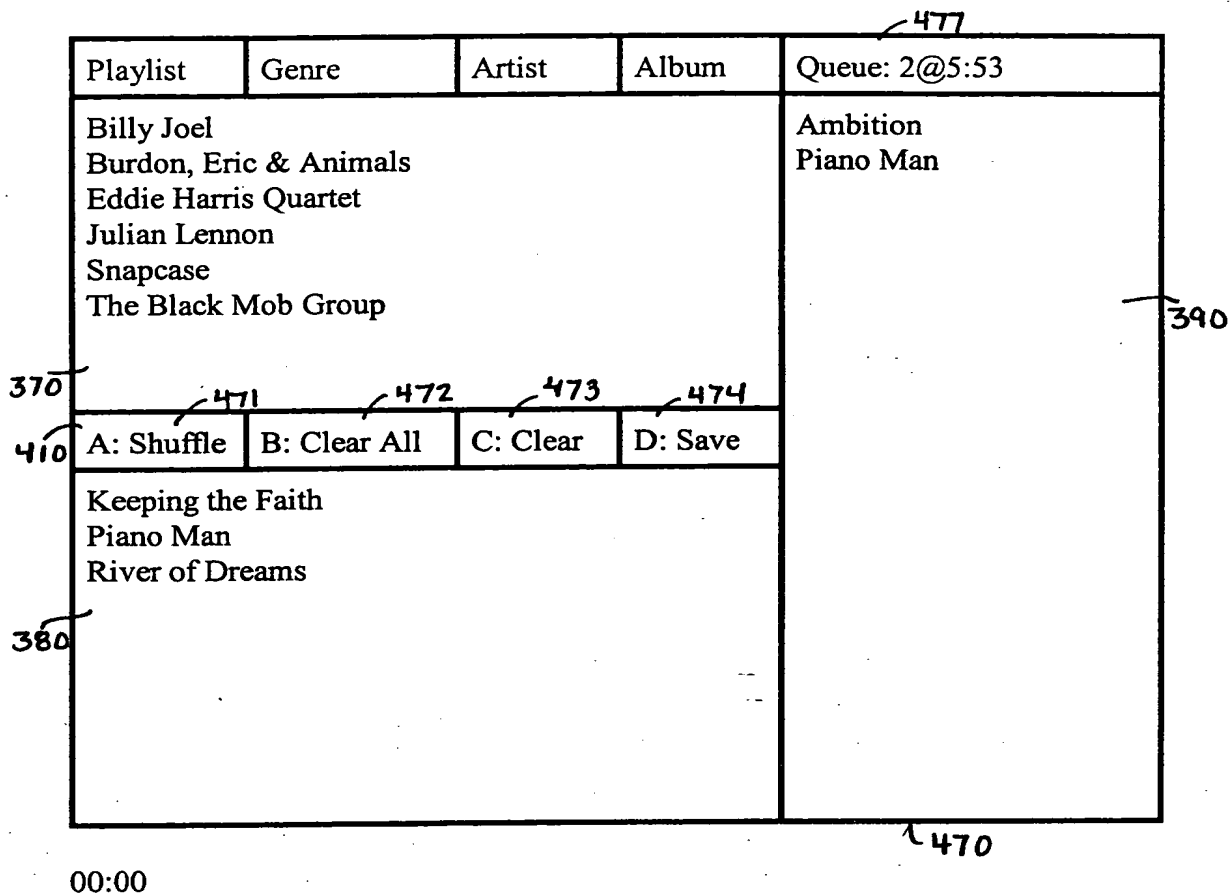


FIG. 6C







**FIG. 6E**



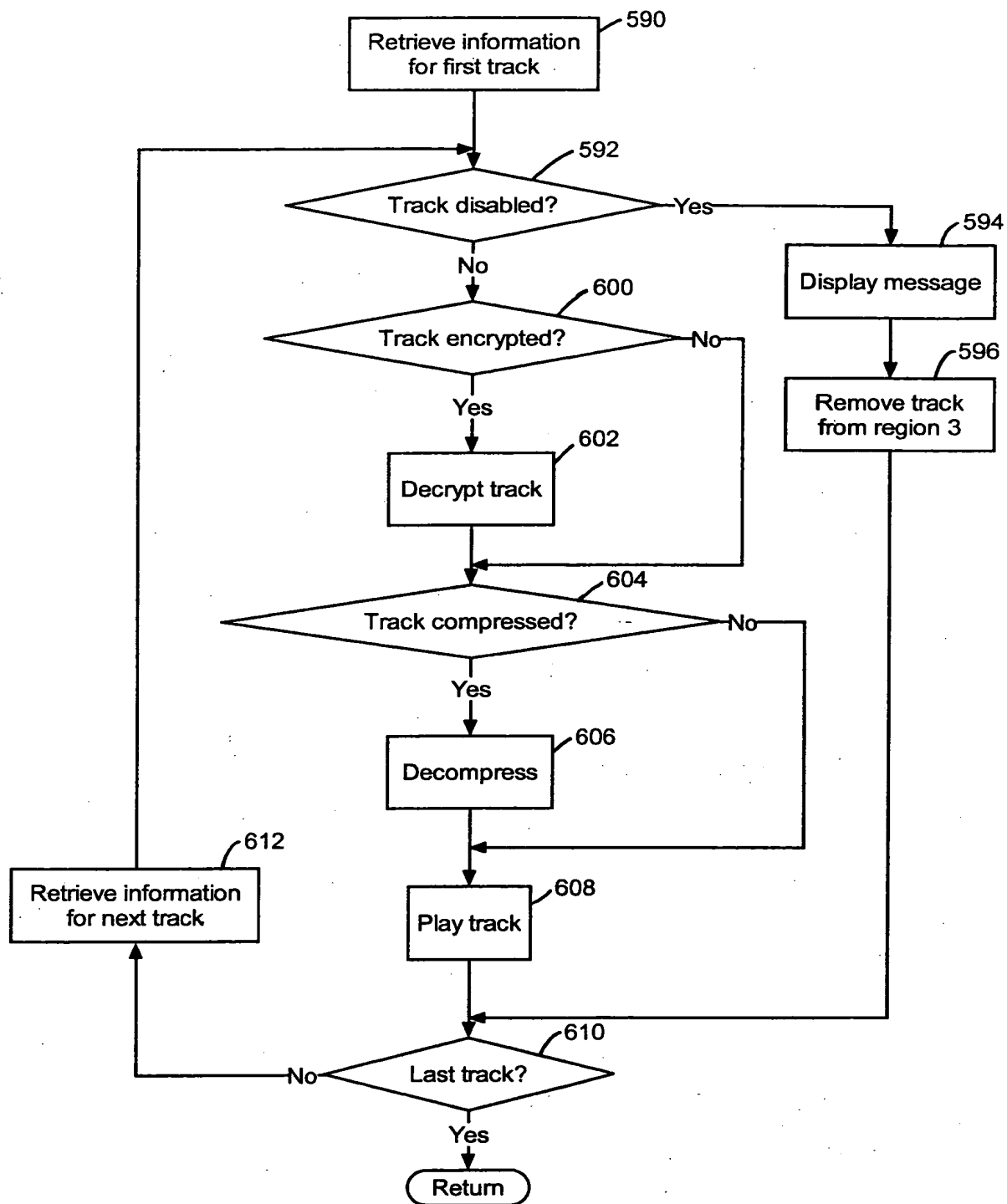




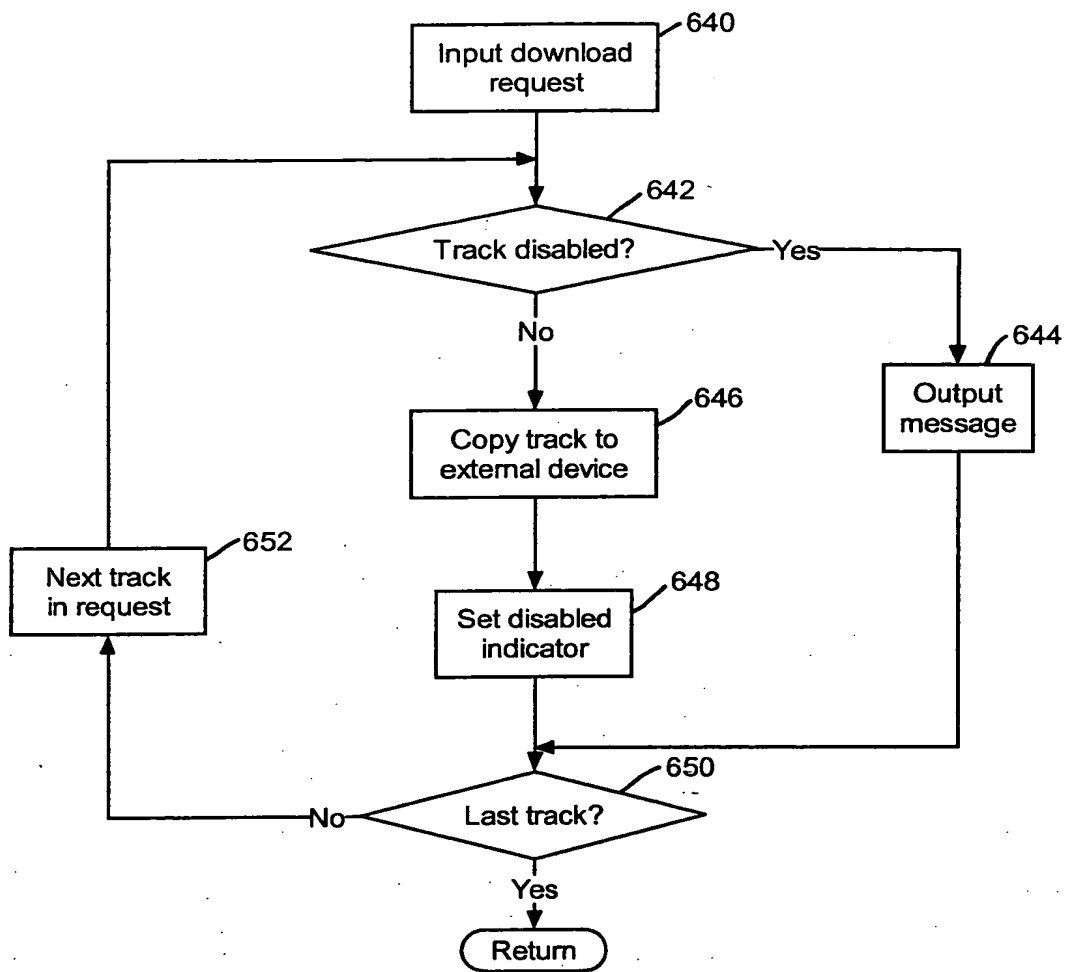
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graph TD; Start([Start]) --> 550[Receive information for next track]; 550 --> 552[Session Decryption]; 552 --> 554[Store track]; 554 --> 556[Update database]; 556 --> 558{Last track?}; 558 -- Yes --> Return([Return]); 558 -- No --> 560[Retrieve information for next track]; 560 --> 550;
```

Flowchart 550 illustrates the process of session decryption and storage. It begins with a 'Start' terminal, leading to a process block 'Receive information for next track' (550). This is followed by 'Session Decryption' (552), 'Store track' (554), and 'Update database' (556). A decision diamond 'Last track?' (558) follows. If the answer is 'Yes', the process ends at a 'Return' terminal. If the answer is 'No', the process proceeds to 'Retrieve information for next track' (560), which then loops back to the 'Receive information for next track' (550) block.

**FIG. 8**



**FIG. 9**



**FIG. 10**